



Long term planning overview – Computing



Caring, Learning, Growing.

NOTE: The order for teaching units of work is subject to change within year groups as class teachers can make cross-curricular links between Computing and other Curriculum areas. **DL – digital literacy** **CS – computer science** **IT – information technology**

		Autumn Term		Spring Term		Summer Term	
EYFS	Staying Safe Online	I am a Super Surfer Children will develop skills and understanding of how to use a range of technologies both on and offline. This will also include the role of trusted adults to support internet based work.		Look What I Can Do This unit teaches children how a wide range of technologies can be used to capture and create multimedia. It is longer to accommodate the wider opportunities for cross curricular work.		I am a Computer Scientist An introduction to early programming through the use of bee bots and other floor turtles.	
		IT	DL	CS	CS	IT	DL
Year 1	Staying Safe Online	Basic Computing Skills Pupils will learn how to log in and shut down a computer accurately and begin to understand the importance of a password. They will develop keyboard and mouse skills. <i>Digital Literacy: Why we have passwords.</i>	Producing Digital Media Pupils will learn how to use a word processing program to write and format text. They will add in digital images and consider the audience for their work.	Unplugged Algorithms Pupils will learn what an algorithm is and apply it to both off-computer (unplugged) and on computer tasks.	Programming Robots Pupils will program a physical device such as a Beebot, and compare it with programming on screen versions of the devices. They will build upon their knowledge of algorithms from Unit 1.3.	Data Handling: Pictograms Pupils will explore how to transfer physical data from a tally chart into a digital pictogram. They will compare the difference with creating a physical pictogram.	Presenting Information Pupils will consider a variety of ways to present cross curricular information digitally, and compare the advantages and disadvantages with paper based content. <i>Digital Literacy: Pupils to discuss how they know if a website is right for them or not.</i>
		IT	CS	CS	DL	IT	DL
Year 2	Staying Safe Online	What is a Computer? Pupils will be able to describe different computers and their peripherals. They will also learn about the different roles computer play in society.	Unplugged Algorithms Pupils will continue to explore what algorithms are and what strategies they can use to find bugs when their algorithm is not working.	Scratch Jr Pupils will use the Scratch Jr app to write their own block code in a number of different projects that can easily be made cross-curricular.	Storing and Presenting Data Pupils will look at what data is and compare different methods of data storage. Pupils will also learn how to turn data into information by creating different	Modifying Text and Images Pupils will build on previously learnt keyboard skills and learn how to format text in a number of different ways. Pupils will also work with	Presenting Data Pupils create a presentation of their class topic using the app Shadow Puppet EDU. Pupils will learn how to edit fonts and photos to make an engaging presentation.
		IT	CS	CS	DL	IT	DL

		<i>Digital Literacy: Using a computer responsibility in terms of both time and purpose.</i>			styles of graphs and charts. <i>Digital Literacy: Identifying what personal information is and whom it should be shared with.</i>		images, editing them to meet a purpose.	
Year 3	Staying Safe Online	IT (Use of different software)	CS (Programming skills)	Staying Safe Online	CS (Programming project)	IT (Media)	CS (How things work)	IT (Design)
		Composing Emails Pupils will explore the different advanced features of Microsoft Word. They will also use these skills to compose an email. <i>Digital Literacy: Children consider their responsibilities to others online.</i>	Programming a Game Pupils will explore sequencing, selection, repetition, inputs and outputs in programs they create.		Creating a Programmable World Pupils will create a programmable world using Kodu.	Alerting Digital Media Pupils will consider that all of the media they see could have been altered. <i>Digital Literacy: Children consider that all of the media they see could have been altered</i>	How Things Work incl Networks Pupils will develop an understanding of networks and the hardware required.	Publishing Online Content Pupils will learn about graphic design, publishing and promoting their own content.
Year 4	Staying Safe Online	CS (Use of different software)	CS (Programming skills)	Staying Safe Online	CS (Programming project)	IT (Media)	CS (How things work)	IT (Design)
		Spheros Pupils will design, write and debug programs to manipulate a physical system.	Repetition and Forever Loops Pupil learn to use repeat loops in their code.		Coding with Scratch Pupil create a game using repeat loops.	Creating a Video Pupils create their own videos and apply special effects to them (Information Technology). Learn how photos/videos can be edited online for advertisement (Digital Literacy). <i>Digital Literacy: Learn how photos/videos can be edited online for advertisement.</i>	Networks and Online Services Understand what a network is and the parts of the local network in our school (Computer Science) Pupils understand why a password is important and what a good password looks like (digital Literacy). <i>Digital Literacy: Pupils understand why a password is important and what a good password looks like.</i>	Spreadsheets Create art using and creating a key in Microsoft Excel

Year 5	Staying Safe Online	IT (Use of different software)	CS (Programming skills)	Staying Safe Online	CS (Programming project)	IT (Media)	Staying Safe Online	CS (How things work)	IT (Design)
		Create / Search Database Pupils will use Excel to create and search a database.	If and If Else Statements Pupils will be introduced to If and if else statements in Scratch or similar programming language.		Creating Music Using Code Pupils will use a number of sites to create music using code.	Stop Motion Animation Pupils will learn about all aspects of stop frame animation. They will storyboard their own story before using a software package to create their own stop frame animation. <i>Digital Literacy: Pupils to create a short animation about relationships online, who can you trust?</i>		Difference WWW/Internet Pupils will learn the difference between the WWW and the internet. They will also understand what is meant by IP address. <i>Digital Literacy: Pupils learn what an online footprint is and the reasons technology holds onto our information.</i>	3D Modelling Pupils will learn to design models using online CAD software.
Year 6	Staying Safe Online	IT (Use of different software)	CS (Programming skills)	Staying Safe Online	CS (Programming project)	IT (Media)	Staying Safe Online	CS (How things work)	IT (Design)
		Creating Formula in Excel Pupils will learn how to organise data and make calculations using the application Microsoft Excel.	Using Variables Pupils will learn what variables are and how to use them when programming, using the application Scratch 3.0.		Program for an Audience Pupils will create an animation using the application Scratch 3.0.	Plan and Compose Music Pupils will learn how to compose music and learn how to record and edit a simple podcast. <i>Digital Literacy: Pupils learn about copywriting and using someone else's work responsibly.</i>		How Data is Stored Pupils will learn and explore how data is transferred and received.	HTML Pupils will learn how to use HTML coding to program a webpage <i>Digital Literacy: Pupils learn about fake news and how it can be used as click bait.</i>